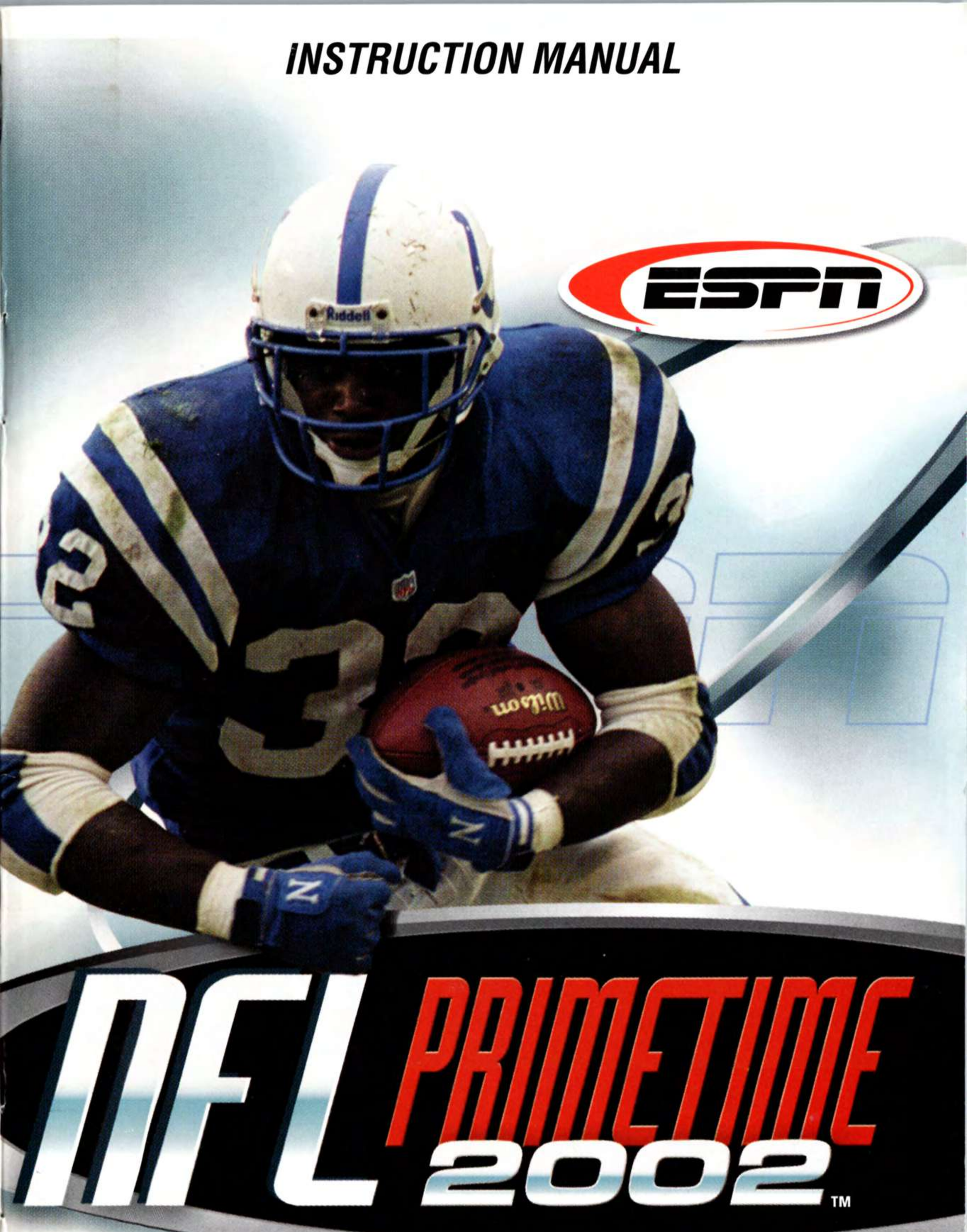
INSTRUCTION MANUAL



NFL PRIMETIME 2002™

EVERYONE
CONTENT RATED BY ESRB

NFL.com

PLAYERS INC

KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 2
CONTROLLER 3
USING MENU SCREENS 4
DEFAULT GAMEPLAY CONTROLS 5
QUICK START 7
GAMEPLAY 8
MAIN MENU 12
- GAME MODES 12
- USERS 13
- OPTIONS 15
- CODES 15
- CREDITS 15

EXHIBITION MODE 16
- TEAM SELECTION 16
- SCENARIO 16
- OPTIONS 16
- STADIUM 16
- LEAGUE 16

FRANCHISE MODE 17
- FRANCHISE SET UP 17
- FRANCHISE PLAY 17
- COACH 18
- FRONT OFFICE 21
- TEAMS 25
- PLAYERS 25

POST SEASON 27
- RE-SIGN PLAYERS 27
- FREE AGENT MARKET 28
- NFL DRAFT 29
- SIGN DRAFT PICKS 30

PRACTICE 31
TOURNAMENT 32
- TOURNAMENT SET UP 32
- TOURNAMENT PLAY 33

FANTASY DRAFT 34
FILE MANAGER 34
CREDITS 35

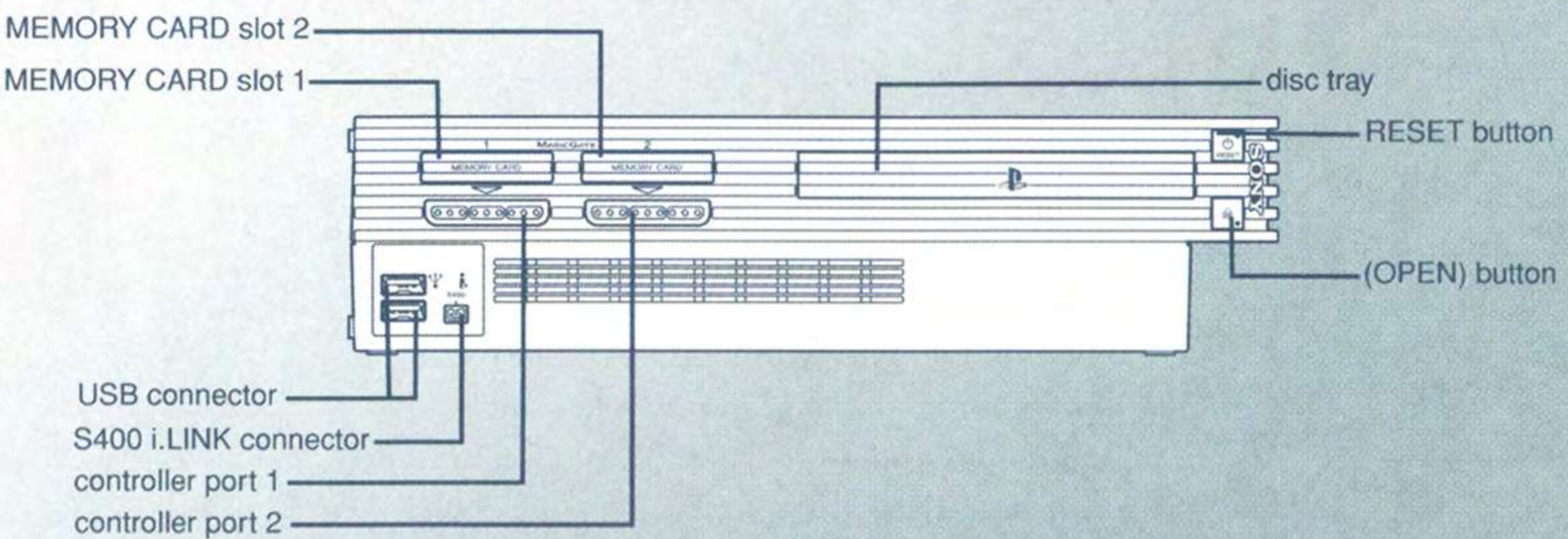
Thank you for purchasing ESPN™ NFL PRIMETIME 2002. Please browse through this manual before starting play to get the most from your gaming experience. Additionally, please keep this manual in a safe place, as Konami will not reissue it.

Please note: At Konami, we are continuously striving to improve the quality of our products to make them safer and more enjoyable for our customers. As a result, there may be slight differences among products of the same type, depending on the date of purchase.

ESPN, ESPN the games and PrimeTime are trademarks of ESPN, Inc.
© 2001 Disney.

GETTING STARTED

CONSOLE



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ESPN™ NFL PRIMETIME 2002 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

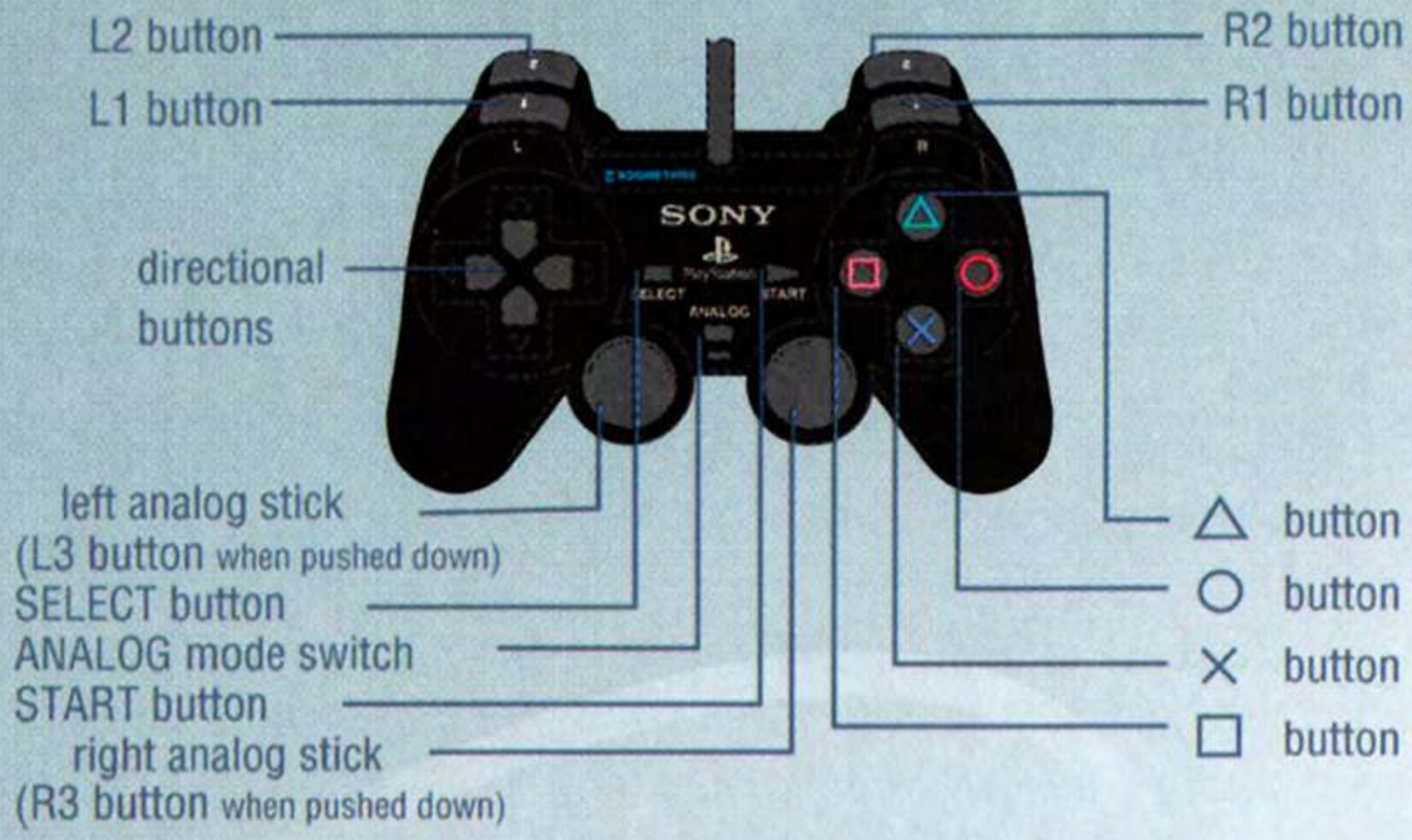
To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 1237KB of free space must be available on the memory card in order to save game data. If less than 1237KB of free space exists, erase some older data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see FILE MANAGER on page 35.

DUALSHOCK®2 ANALOG CONTROLLER

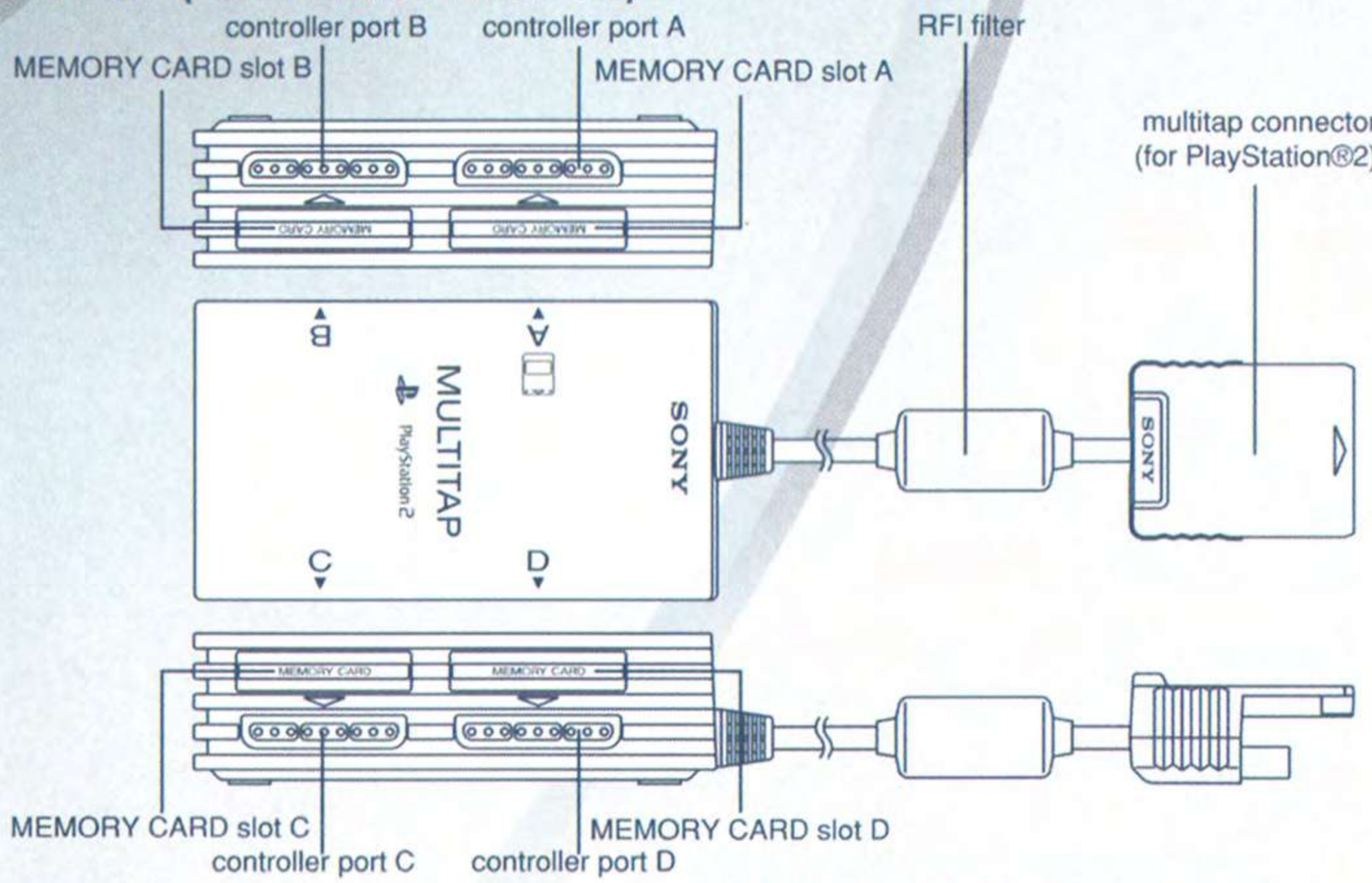


ESPN™ NFL PRIMETIME 2002 is compatible with the DUALSHOCK®2 analog controller. With this controller, both the directional buttons and the left analog stick can be used for control. The ANALOG mode switch and red LED light are always set to ON, indicating that the controller is always in Analog mode.

Multitap Connection

For one player, the controller should be connected to the PlayStation®2 computer entertainment system through Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2.

MULTITAP (FOR PLAYSTATION®2)



Up to four players can compete simultaneously using the Multitap for PlayStation®2 (sold separately). When more than two players are competing simultaneously, you must connect a Multitap for PlayStation®2 to Controller Port 1 before turning on the console. Always connect a controller to Controller Port A on the Multitap first, then connect the remaining controllers to ports B, C and D. (For additional information on using the Multitap, please refer to its Instruction Manual.)

Vibration Function

When you're playing ESPN™ NFL PRIMETIME 2002 with the DUALSHOCK®2 analog controller, the controller will vibrate in response to game action. You can turn the vibration function ON/OFF in the OPTIONS menu. (See GAMEPLAY on pg. 8.)

USING MENU SCREENS

Throughout ESPN™ NFL PRIMETIME 2002, you'll use many menu screens. You'll quickly become familiar with using the menu screens; their operation is easy and consistent throughout the game. This section describes how to use the menus.

Press the ■ button at any time to see the HELP screen of menu controls.

- Press the R2 button to scroll the Help Ticker across the bottom of the screen. The Help Ticker explains the purpose of the menu you're viewing as well as the controls for that screen. Press the R2 button again to end the scroll.
- Press the R1 button to move the Tab selector at the bottom of the screen one tab to the right; press the L1 button to move it one tab to the left. Changing tabs changes the display of available options.

Press the left analog stick or directional buttons [up/down] to move the selector from one "focus" (an option or item box) to the next.

- Press the left analog stick or directional buttons [left/right] to change a setting, such as when you're selecting a team, or to change the item in an item box, such as when you're selecting positions to view in the Depth Chart. Arrows on either side of an item box indicate when more selections are available by pressing the left analog stick or directional buttons in that direction.
- At certain times you will select from a list of players within a single focus. When doing this, press the left analog stick or directional buttons [up/down] to move the selector in the list. You won't move to the next (or previous) focus until you reach the bottom (or top) of the list. In these cases, to change focus quickly, press the ○ button to move to the next focus, or the L2 button to move to the previous focus.
- Press the START button or the ✕ button to accept all changes and move on to the next menu or play screen. (On some menu screens, either button will work; on others, you must press one button or the other.)
- Press the △ button to back out to the previous menu.

DEFAULT GAMEPLAY CONTROLS

Use the USERS tab/CONTROLLER tab/CONTROLLER CONFIG menu to reconfigure the default controls.

PLAYCALL

Playcall mode ..... L2 button
Playcall flip ..... R2 button
Playcall pause ..... START button
Select ■ play ..... ■ button
Select ✕ play ..... ✕ button
Select ● play ..... ● button

AUDIBLES

Fake audible/cancel ..... △ button
Select ■ play ..... ■ button
Select ✕ play ..... ✕ button
Select ● play ..... ● button

Offense BEFORE SNAP

Look left ..... L1 button
Look right ..... R1 button
Snap ball ..... ✕ button
Cadence ..... ● button
Audible ..... ■ button
Timeout ..... SELECT button

PASSING

Pass to ✕ receiver ..... ✕ button
Pass to [L] receiver ..... L1 button
Pass to ■ receiver ..... ■ button
Pass to [R] receiver ..... R1 button
Pass to ● receiver ..... ● button
Throw away ..... △ button
Speed burst ..... L2 + ✕ buttons
Spin ..... L2 + ● buttons
Slide ..... L2 + ■ buttons
Hurdle ..... L2 + △ buttons
Juke ..... L2 + R2 buttons
Stiff arm left ..... L2 + L1 buttons
Stiff arm right ..... L2 + R1 buttons

DEFAULT GAMEPLAY CONTROLS CONT...

RUNNING

Speed burst ..... ⊗ button
Spin ..... ○ button
Dive ..... □ button
Hurdle ..... △ button
Juke left ..... L2 button
Juke right ..... R2 button
Stiff arm left ..... L1 button
Stiff arm right ..... R1 button

RECEIVING

Control receiver ..... ⊗ button
Catch ..... △ button

POST PLAY OFFENSE

Cancel post play ..... ⊗ or START button
Spike ball ..... □ button
Hurry up ..... ○ button
Timeout ..... SELECT button

DEFENSE BEFORE SNAP

Line shift ..... L1 button + left analog stick or directional button
Previous defender ..... R2 button
Next defender ..... ⊗ or L2 button
Bump 'n' run ..... ○ button + left analog stick or directional button
Audible ..... □ button
Timeout ..... SELECT button

DEFENSE

Switch defender ..... ⊗ button
Speed burst ..... ○ button
Dive ..... □ button
Intercept ..... △ button
Knockdown pass ..... R2 button
Power rush ..... R1 and ○ button

POST PLAY DEFENSE

Cancel post play ..... ⊗ or START button
Timeout ..... SELECT button

QUICK START

The Quick Start describes how to start playing a game in Exhibition Mode right away. Refer to DEFAULT GAMEPLAY CONTROLS beginning on page 5 for a map of each controller configuration.

MAIN MENU



1. When you first enter the MAIN MENU, you should see a red highlight around EXHIBITION MODE. Press the START button to enter EXHIBITION mode.

TEAM SELECTION



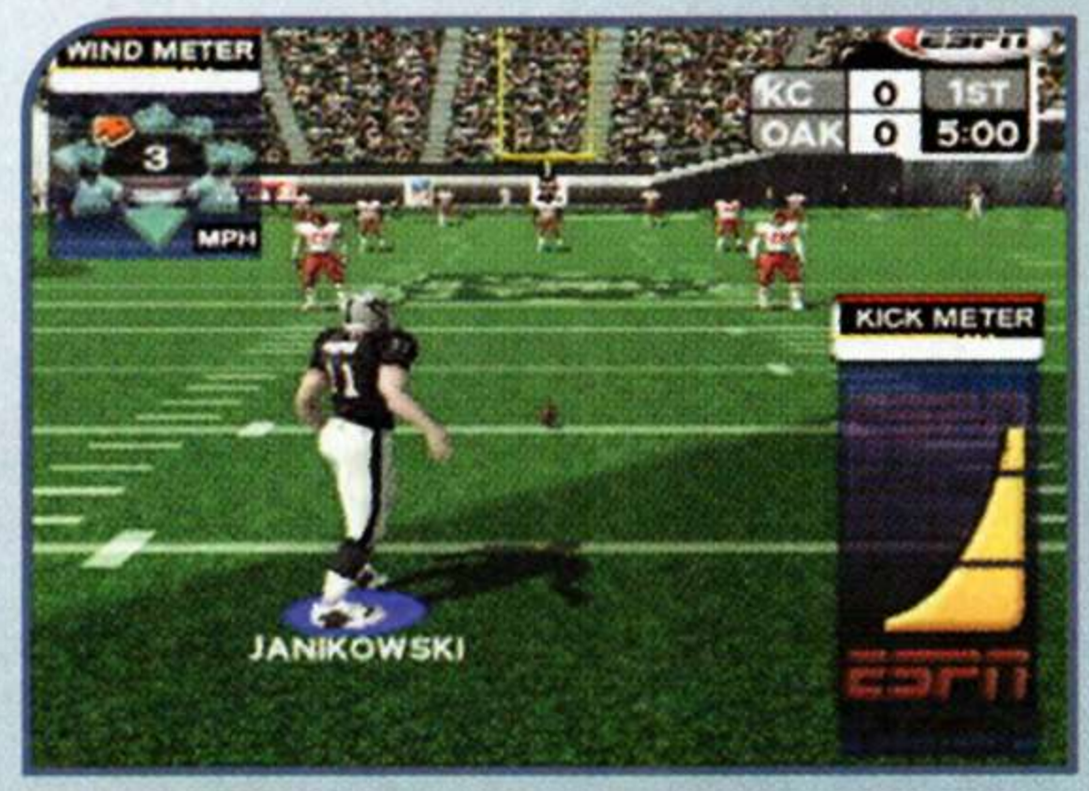
1. Now, you should be on the TEAM SELECT screen. To change teams, move the yellow cursor to the team using the left analog stick or directional button [up/down] and use [left/right] to cycle through the list of teams. Once you've chosen the team you like, press the START button.

CONTROLLER ASSIGNMENT

1. While the players run onto the field and begin the team stretch, select the team you will control by moving your controller icon ([left/right]) under the team of your choice.
2. Press the ⊗ button to continue.

GAMEPLAY

KICKOFF



1. Select your kickoff play ([up/down] to view both pages of the playbook).
2. Press the designated button (□, ⊗, or ○) to call your KICKOFF play. In a moment, the KICK METER is displayed.
3. Press the ⊗ button to start the KICK METER. The rising yellow bar indicates the power of the kick. Press the ⊗ button again when the bar is at the desired kick power. A full meter provides the most kick power.
4. After the second ⊗ button press, use the left analog stick or directional button to aim the kick left or right. Check the wind meter (at the top left) for wind direction in order to control the ball more effectively.

RECEIVING A KICKOFF

1. Select your kickoff RETURN play ([up/down] to view both pages of the playbook).
2. Press the designated button (□, ⊗ or ○) to call your KICKOFF RETURN play. The kickoff will begin.
3. Your controlled player is designated by a blue circle. If he is off screen, his direction is indicated by a blue arrow.

OFFENSE CONTROL

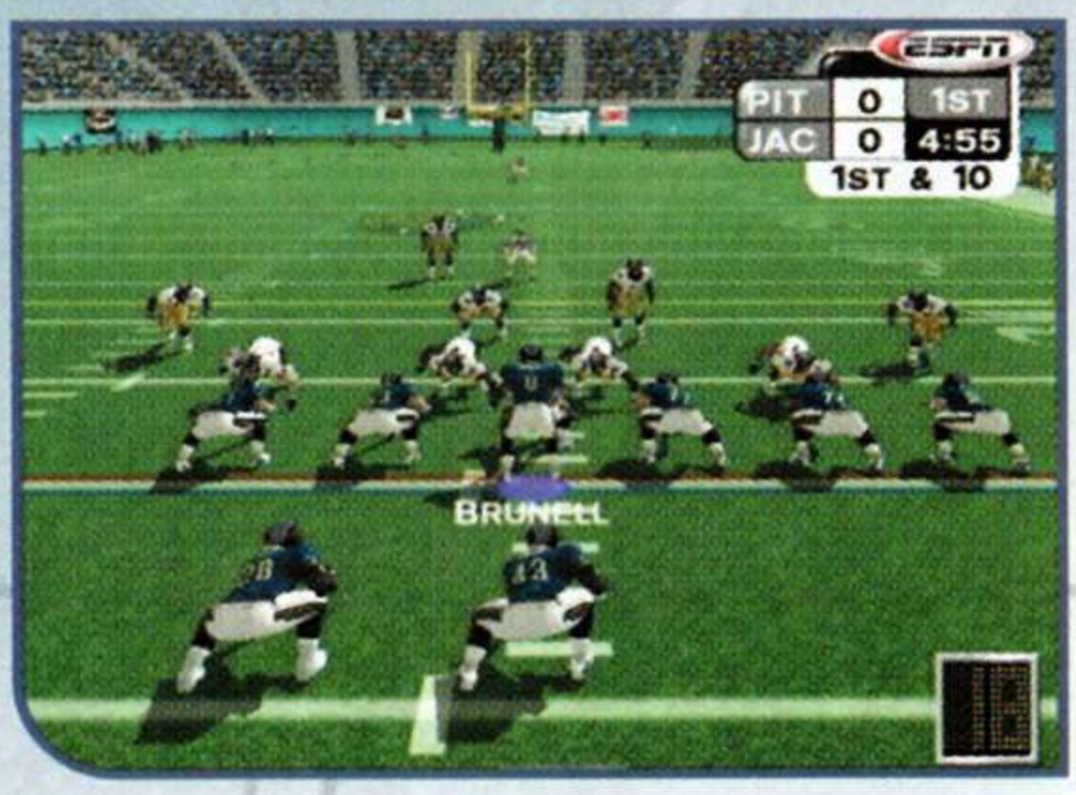
Use the left analog stick or directional buttons to move your controlled player. On offense, you always control the ball carrier. If you pass the ball, control will automatically switch to the receiver. (See PASSING on pg. 10.)

DEFENSE CONTROL

Use the left analog stick or directional buttons to move your controlled player. Press the ⊗ button to switch the controlled player before the snap. Press the ⊗ button to control the defensive player closest to the ball carrier.

GAME SCREEN

- In single player games, the blue circle on the ground marks your controlled man: either the ball carrier (on offense) or a defender (on defense). In multiplayer games, each player's controlled man is marked by a different colored circle:
  Player 1 – blue Player 2 – red
  Player 3 – yellow Player 4 – purple
- The red circle spots where the ball is heading on a pass.



- Button symbols over receivers' heads designate which button to press to pass to a specific receiver.
- Arrows indicate the direction of your controlled player offscreen. Use the left analog stick or directional button to bring your player into view.

CALLING A PLAY ON OFFENSE



1. Before a play, the PLAYBOOK screen is displayed. Look through the book to find your next play ([left/right] to see formations; [up/down] to see plays).
2. The primary ball carrier's name is displayed below the play. The colored box around the name matches the color of his position in the play diagram. Press the R1 or L1 button to view each set in the formation.
3. Press the L2 button to switch between formation/personnel-based play calling.
4. Press the R2 button to flip the play.
5. Press the designated button (□, ✕ or ○) to call the play.

CALLING A PLAY ON DEFENSE



1. In the defensive PLAYBOOK screen, you'll see the name of the offensive formation in the lower half of the screen.
2. Select your next play (as described above) and press the designated button to call your play.

CALLING AN AUDIBLE

To change your play at the line of scrimmage but before the snap, press the □ button to bring up the audible PLAYBOOK. Press the designated button (□, ✕ or ○) to call the audible, or press the △ button to bluff/cancel.

> Note: You cannot call an audible during a special teams play on offense.

VIEWING PENALTY CALLS

When a penalty is called, the PENALTY screen displays the call. Use the ✕ button to select whether to accept or decline the penalty. You can turn PENALTIES ON or OFF in the PAUSE menu. (See pg. 10.)

GAMEPLAY CONT...

PASSING

On offense, the ball carrier can pass to any of the receivers designated in the play. These players are indicated by button symbols on screen. Decide on a receiver, and then press the indicated button to pass to him.



END OF HALF

After time runs out in the second quarter, you'll be automatically taken to the PAUSE menu. (See PAUSE MENU on pg. 10 for more details.) Select RESUME to continue play. Once you exit the PAUSE menu, you'll see statistics about the first half of the game. Press the ⊗ button or wait a moment to continue, and then it's off to the kickoff at the beginning of the second half.

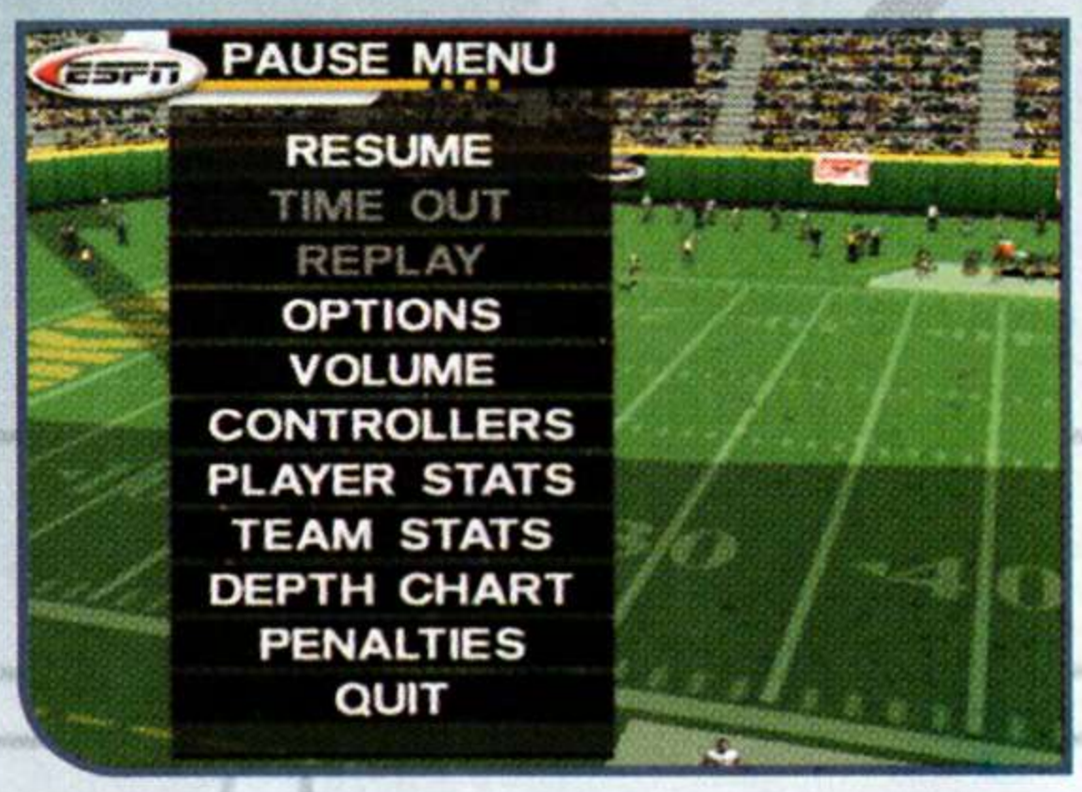
END OF GAME

At the end of the game, Chris Berman and Tom Jackson comment on the final score of the game, and a subset of the PAUSE menu is displayed. From here, you can choose to watch a REPLAY or REMATCH (in Exhibition Mode only), view PLAYER STATS or TEAM STATS, or QUIT. (See PAUSE MENU below.)



PAUSE MENU

Press the START button to display the Pause menu. The options available depend on where you are in the game when you pause. When options are not available they will either be absent from the menu or dimmed. Select an option and press the ⊗ button to enable it or display its submenu.



GAMEPLAY CONT...

- **RESUME:** Return to the game.
- **TIMEOUT:** Call a timeout. Each team is allowed up to 3 time outs per half.
- **REPLAY:** View and edit a film of the last play. Select a replay control button (from left to right): first frame, rewind, back one frame, stop, play, forward one frame, fast forward, last frame. To edit a clip, select a beginning frame and then select BEGIN CLIP. Do the same for END CLIP. Then select PLAY to view the clip. Press ◉ to see camera controls.
- **OPTIONS:** Check and change game option settings. You can also adjust the PRE-SNAP CAMERA from here. The PRE-SNAP CAMERA gives you a different view of field at the line of scrimmage (See OPTIONS on pg. 15 for more details.)
  CAMERA MODE (NORMAL, CLASSIC, PULLED BACK, UP CLOSE).
  PRE-SNAP CAMERA (OFF/ON).
- **VOLUME:** Increase/decrease the sound volume for COMMENTARY and GAME sounds.
- **CONTROLLERS:** Check and change the controller assignment(s). (See CONTROLLER ASSIGNMENT on pg. 7.)
- **PLAYER STATS:** Review player stats for this game. You can display stats for PASSING, RUSHING, RECEIVING, DEFENSE, KICKING, PUNTING, KICK RETURNS and PUNT RETURNS for individual players on both teams.
- **TEAM STATS:** Compare stats for both teams for this game. Stats include: TOTAL OFFENSE, RUSHING, PASSING, FIRST DOWNS, DEFENSE, TURNOVERS, PUNTING, KICKING, KICK RETURNS, CONVERSIONS, PENALTIES and POINTS.
- **DEPTH CHART:** Check and change the personnel lineup in your Depth Chart. Changes affect the sets in your PLAYBOOK when that position is on the field. See DEPTH CHART on pg. 19 for details.
- **PLAYING TIME:** (preseason only) Check and change the personnel lineup at every position for each quarter of a preseason game.
- **PENALTIES:** Check and change the settings for the official's calls. Turn these calls ON or OFF: PENALTIES, DELAY OF GAME and OFFSIDES. Set game sensitivity levels for these calls: OFFENSIVE PASS INTERFERENCE, DEFENSIVE PASS INTERFERENCE, HOLDING, FALSE START, PERSONAL FOULS and GROUNDING. The higher the number, the more frequently the penalty will be called.
- **QUIT:** End the game.

The PAUSE menu for PRACTICE mode has a different set of options.

MAIN MENU

GAME MODES

From the Main Menu, select from 4 game modes: EXHIBITION, FRANCHISE, PRACTICE and TOURNAMENT.



EXHIBITION

Play a single game against the computer or another human opponent. All options, teams and stadiums are available in EXHIBITION mode. (For more information, see page 16.)

FRANCHISE

Take control of an entire franchise, including all off-field and on-field maneuvers. (For more information, see page 17.)

PRACTICE

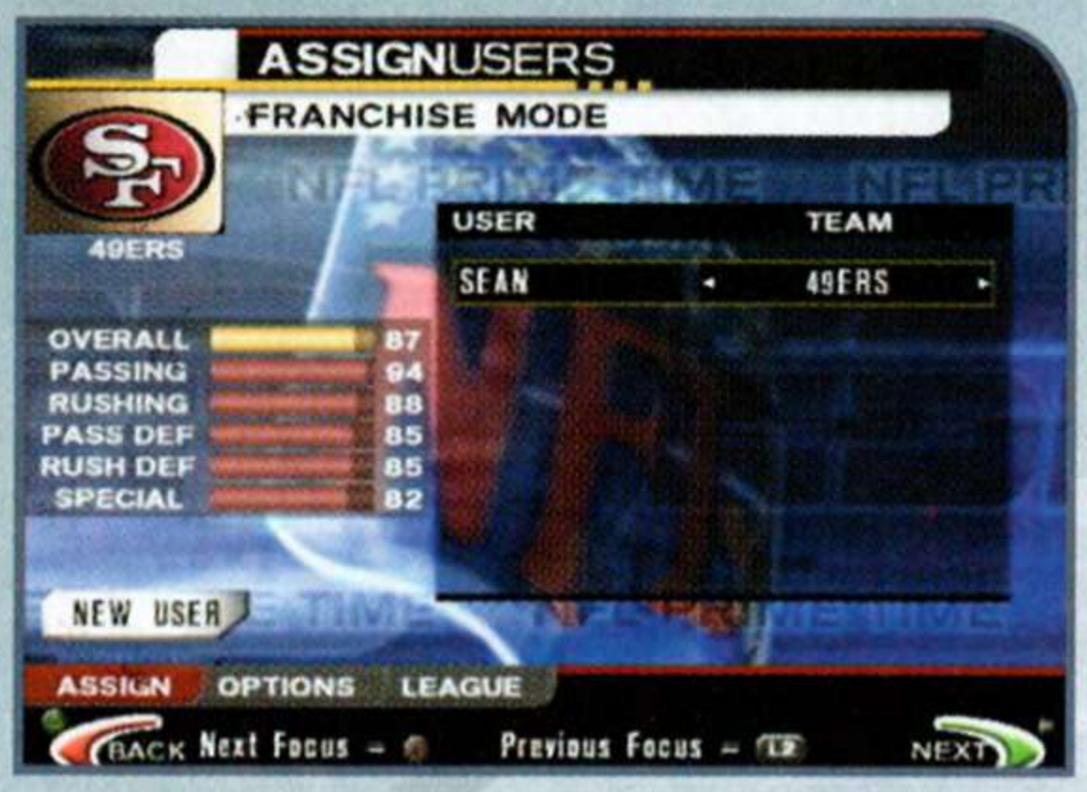
Practice executing offensive plays with or without an opposing defense. (For more information, see page 31.)

TOURNAMENT

Organize a tournament of 4, 8 or 16 teams, including computer and human-controlled teams. (For more information, see page 32.)

USERS

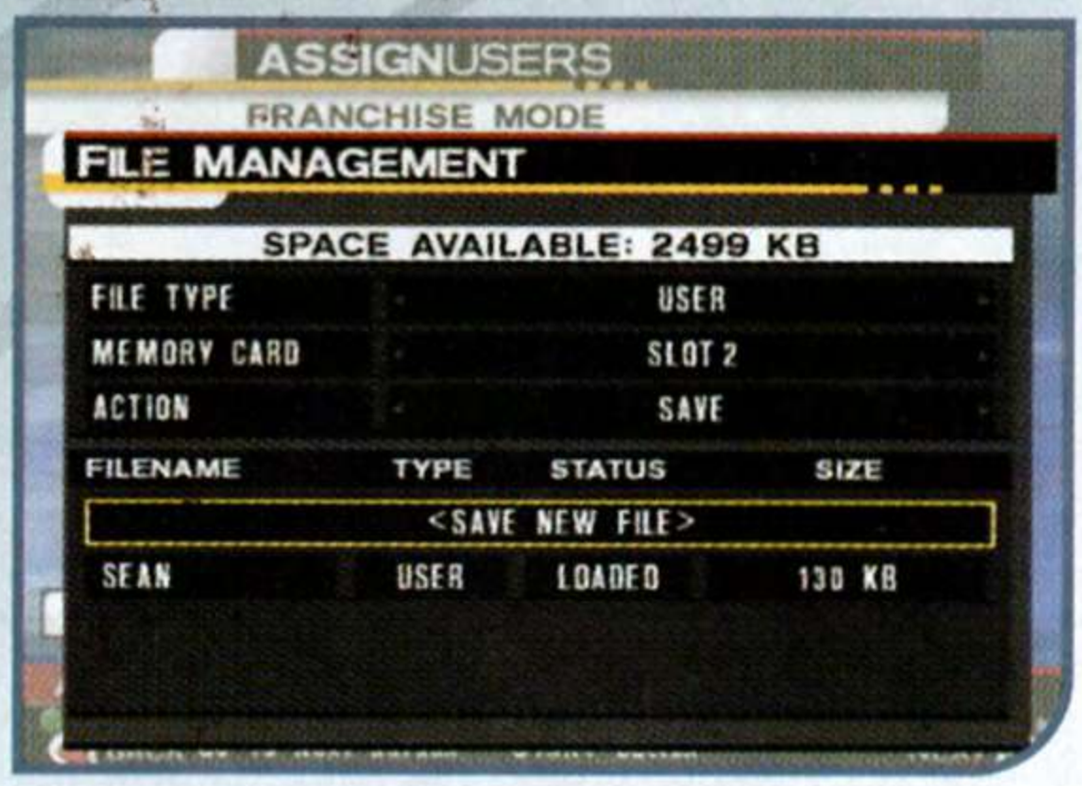
ESPN™ NFL PRIMETIME 2002™ allows you to create users and assign them to teams. Then, you can save the user data to a memory card, along with stats and data from games you play as that user. Your user data is automatically updated as you play games as long as a memory card is inserted.



1. In the MAIN MENU, select the FRANCHISE option. The ASSIGN USERS menu is displayed.
2. If you have already created users, they are displayed in the list.
3. Move the selector bar to a user, and press the left analog stick or directional buttons [left/right] to assign a team to that user. Note that the team's stats are displayed on the left.

Only one user per team is allowed.

4. To create a user, select the NEW USER button. The NAME GRID appears. Use the menu controls to enter the name of your choice. Press the ▶ START button or select END to exit the grid. The FILE MANAGEMENT menu is displayed.



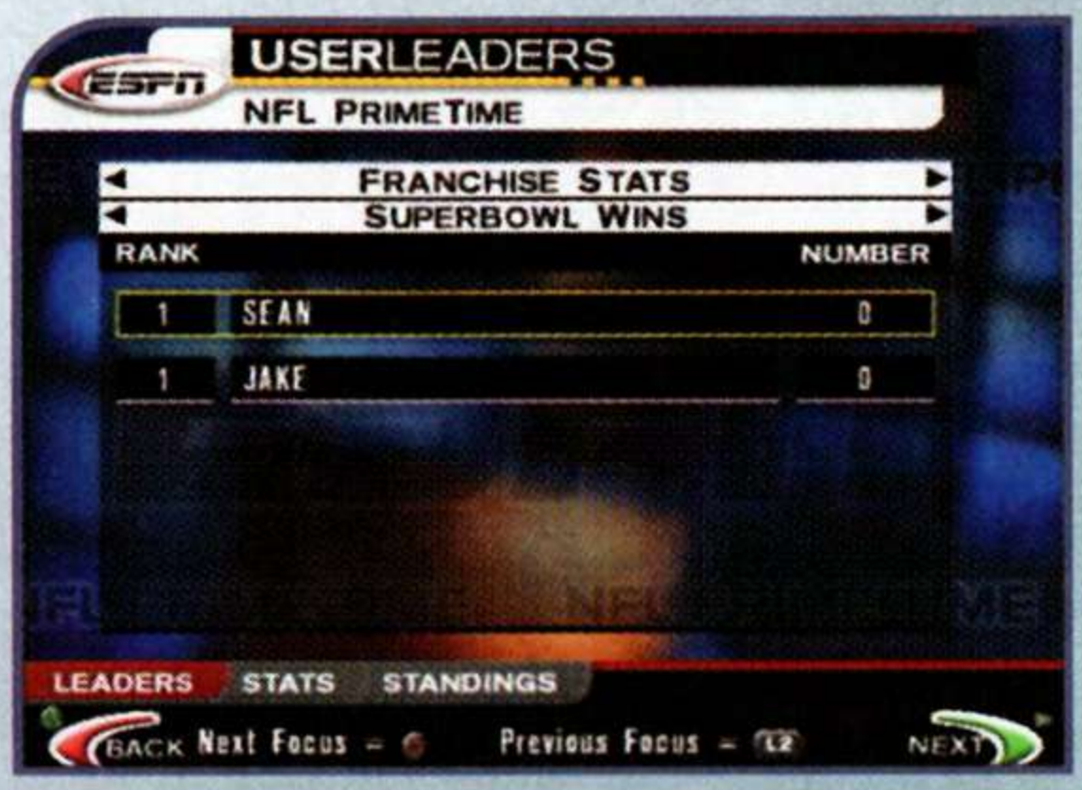
5. Select a memory card slot. When a memory card is selected, the lower area of the menu lists the data on the card.
6. To save the new user file to free space on the memory card, select SAVE NEW FILE. To replace existing data, move the selector to the old data in the list and press the ⊗ button. Select YES when asked if you want to replace the data.

MAIN MENU CONT...

USER STATS

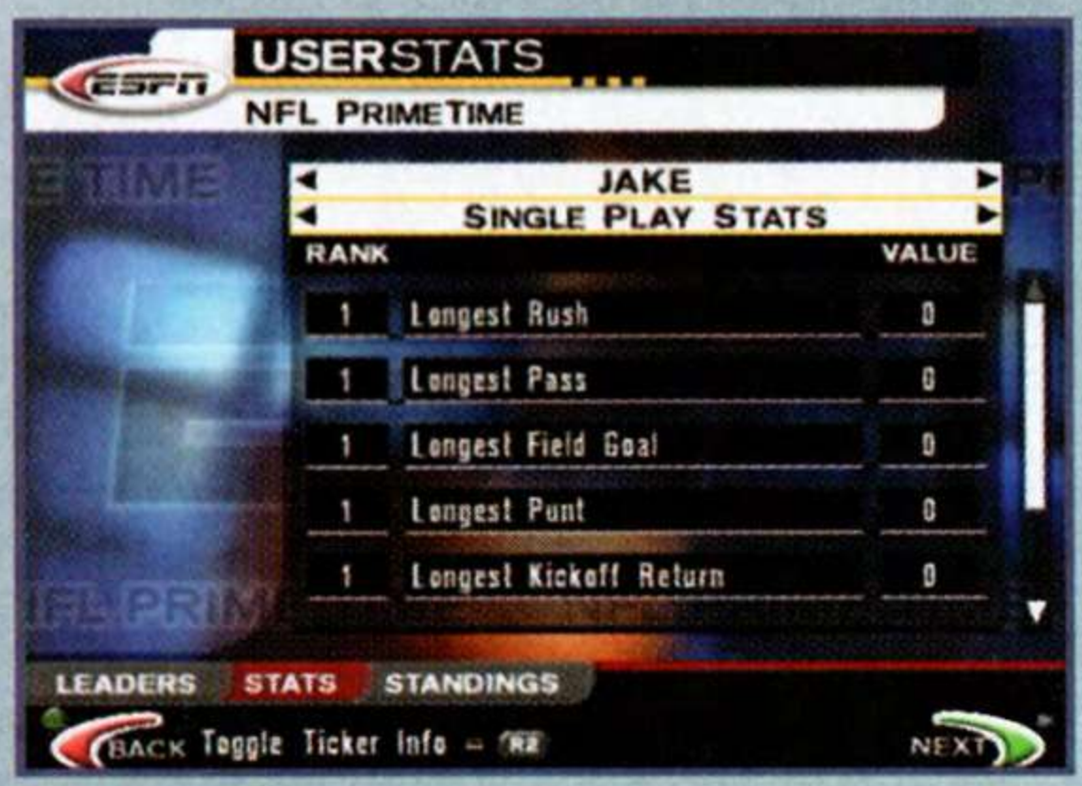
LEADERS: Check out the leading user in each category.

1. Select a stats category.
2. Select a sub category. The numbers change to reflect current standings.



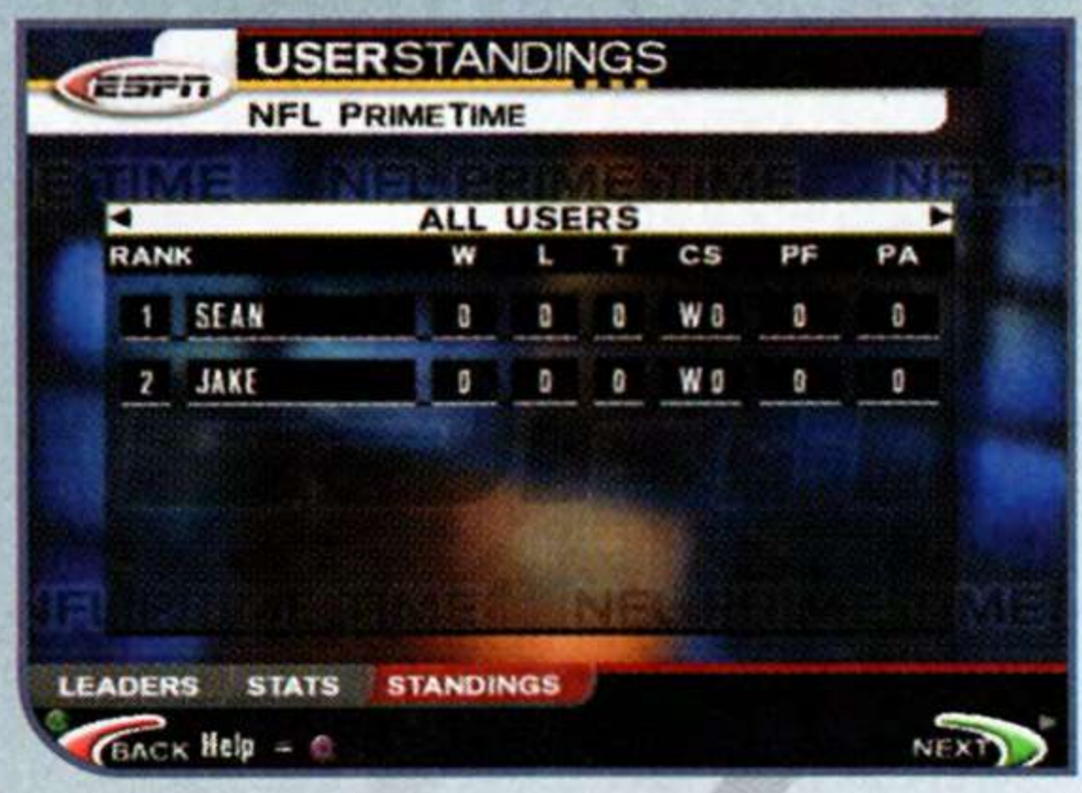
STATS: Check out the stats sorted by user.

1. Select a user.
2. Select a category. Note that the list below the category box changes to include all sub categories.
3. If the sub category list is longer than five items, press the left analog stick or directional buttons [up/down] to see all items.



STANDINGS: Check out all user standings in a single list, or see single users' standings in individual lists.

W	–	Wins
L	–	Losses
T	–	Ties
CS	–	Current Streak
PF	–	Points For
PA	–	Points Against



USER SETTINGS

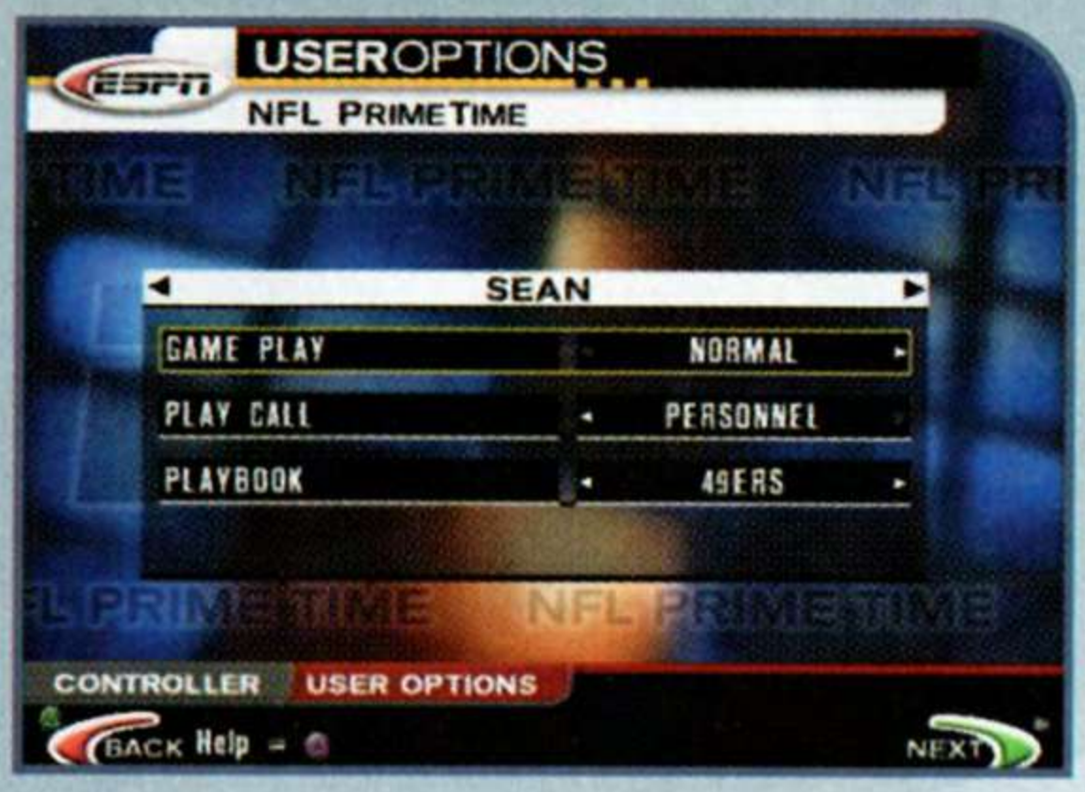
By selecting SETTINGS from the USERS tab, you can personalize your game controls and your game play preferences. When you exit the CONTROLLER or USER OPTIONS menu, your changes are automatically saved to your USER file.

CONTROLLER: Here, each user can choose from different sets of controls for use within the game.

USER OPTIONS: Check and change the options for your user name, including:

- GAME PLAY (coach/normal): If you choose COACH mode for gameplay, then you pick the plays during the game and the CPU executes them.
    - PLAY CALL (formation/personnel). This sets the default PLAYBOOK view.
    - PLAYBOOK: Choose a playbook to use from any of the NFL teams.

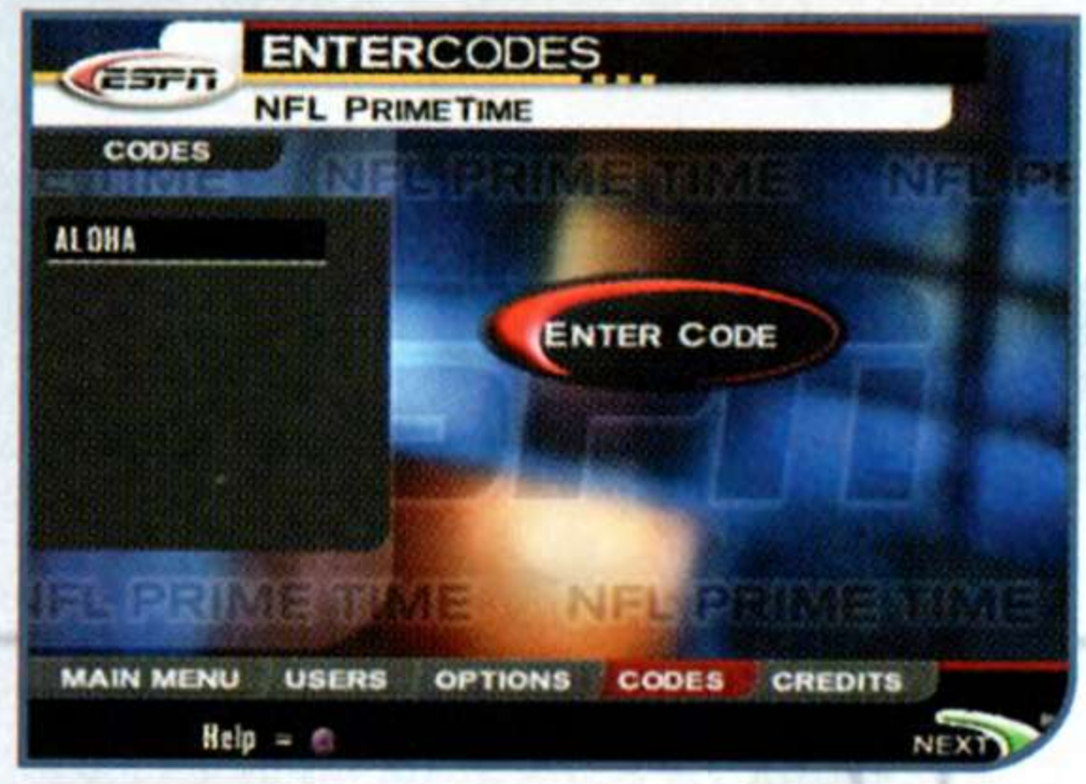
OPTIONS



Check and change the settings for Check and change the settings for game options, GAMEPLAY, PENALTIES and game sound VOLUMES.

- OPTIONS includes:
  - **QUARTER LENGTH** (1 - 15 minutes).
  - **GAME DIFFICULTY** (ROOKIE, PRO, ALL PRO, HALL OF FAME).
  - **INJURIES** (on/off). When INJURIES are ON, players can be hurt and their injuries will affect their performance.
  - **FATIGUE** (on/off).
  - **HOME TEAM JERSEY** (Home/Away).
  - **GAME PLAY HOME/AWAY** (normal or coach). When COACH is selected, you pick the plays and the CPU executes them.
  - **PLAY CALL HOME/AWAY** (formation or personnel). Change the default play calling method.
- **GAMEPLAY:** Customize the game's sensitivity by adjusting the levels of GAME SPEED, PASSING SPEED, TACKLING, CATCHING, PANCAKES, REACTION, BLOCKING and INTERCEPTING. You can also turn the controller VIBRATION and the COIN TOSS on or off.
- **PENALTIES:** Turn PENALTIES, DELAY OF GAME and OFFSIDES calls ON/OFF, and adjust the sensitivity of both offensive and defensive pass interference. The higher the number, the more frequently the penalty will be called. These levels can be reset during play from the in-game PAUSE menu.
- **VOLUME CONTROLS:** Increase/decrease the sound volume for game MUSIC, FRONT END FX, COMMENTARY and GAME FX. Volumes can be adjusted during play from the in-game PAUSE menu.

CODES



Select the CODES tab to unlock bonus features within the game. For example, if you enter ALOHA in the codes menu, you'll unlock the AFC and NFC pro bowl teams for play in EXHIBITION mode, along with Aloha stadium.

CREDITS

See the names of the people behind **ESPN™ NFL PRIMETIME 2002™.**

EXHIBITION MODE

TEAM SELECTION

Select the two teams that will compete ([up/down] to switch between the top and bottom focus). Press [left/right] to change the selected team, noting the team stats on the right.



SCENARIO

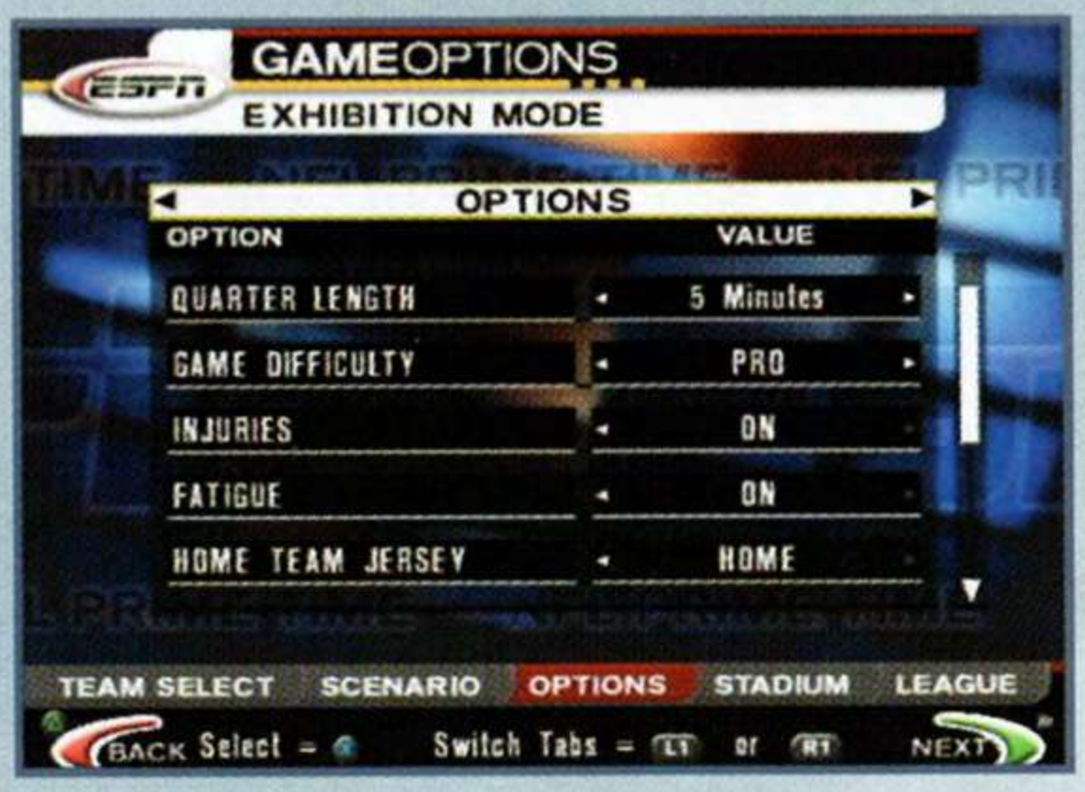
Check and change game characteristics to set up a unique game situation. After setting SCENARIO options, play an EXHIBITION game based on your settings. Options include: HOME SCORE, AWAY SCORE, QUARTER, TIME REMAINING, HOME TIMEOUTS, AWAY TIMEOUTS, POSSESSION, LINE OF SCRIMMAGE, DOWN, YARDS TO FIRST DOWN.

OPTIONS

EXHIBITION OPTIONS

In the OPTIONS tab, you can make the following changes for EXHIBITION games: QUARTER LENGTH (1 - 15 minutes), GAME DIFFICULTY (Rookie, Pro, All Pro, Hall of Fame), INJURIES (on / off), FATIGUE (on / off), HOME TEAM JERSEY (Home/Away), GAME PLAY HOME (coach/normal), GAME PLAY AWAY (coach/normal), PLAY CALL HOME (formation/personnel), PLAY CALL AWAY (formation /personnel).

(For GAMEPLAY, PENALTIES, and VOLUME CONTROLS see OPTIONS on pg. 15.)



STADIUM

Select a stadium where the next game will be played. For each stadium you can set the FIELD TYPE, WEATHER, WIND, ATTENDANCE, PRECIPITATION, TIME OF DAY and FOG LEVEL. Indoor stadiums can have only CLEAR weather. Also, some settings are interdependent: e.g. PRECIPITATION can only be adjusted when WEATHER is set to RAIN or SNOW.

LEAGUE

Make adjustments to team ROSTERS, the DEPTH CHART and more. (See ROSTERS on pg. 21 and DEPTH CHART on pg. 19 for more information.)



FRANCHISE SET UP

Before you begin your FRANCHISE you can adjust all the options and rosters that will be used for the duration of FRANCHISE mode.

ASSIGN

Create users and assign them to teams. (For instructions, see USERS on pg. 13.)

OPTIONS

In the OPTIONS tab, you can set the following options: FRANCHISE DIFFICULTY (Rookie, Pro, All Pro, Hall of Fame), SALARY CAP (on / off), POST SEASON DRAFT TIME (off or 1-5 minutes), PRESEASON (on / off) and FANTASY DRAFT (on / off). (For GAMEPLAY, PENALTIES, and VOLUME CONTROLS see OPTIONS pg. 15.)

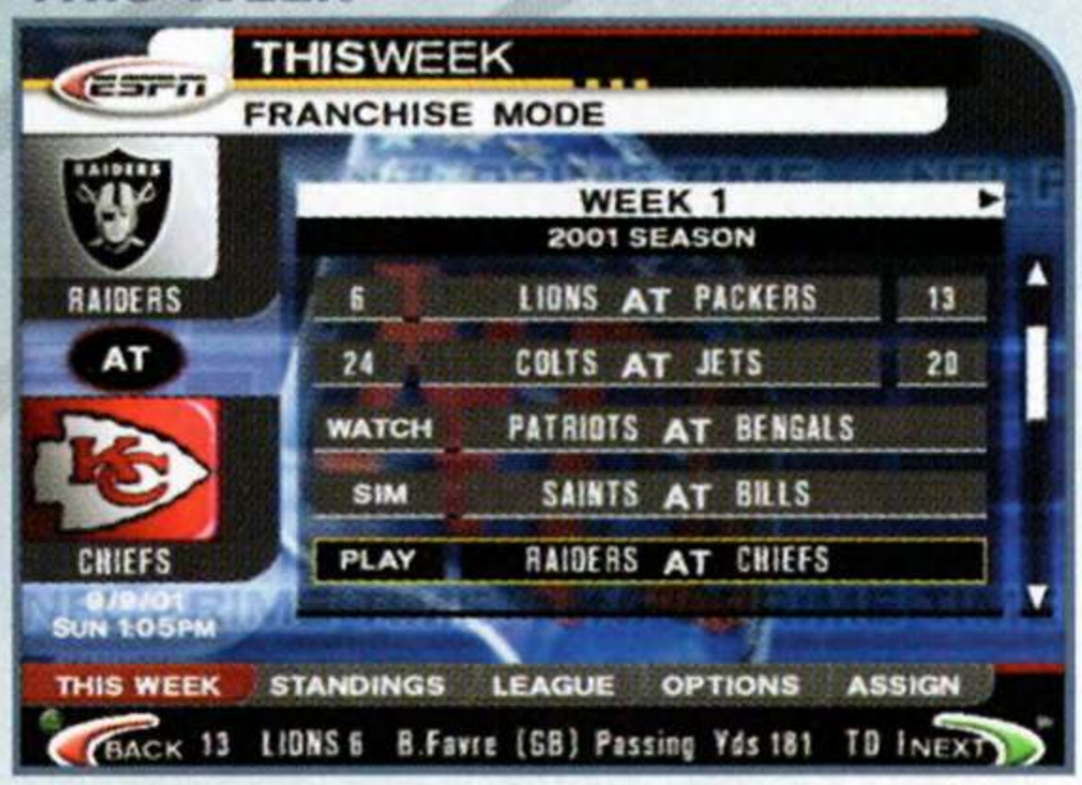
LEAGUE

Edit the ROSTERS and lineups for all teams prior to starting FRANCHISE mode. (For information, see FRONT OFFICE beginning on pg. 21.)

The CPU/AI trade restrictions are not enforced during FRANCHISE setup.

FRANCHISE PLAY

THIS WEEK



The THIS WEEK tab displays all the games scheduled for the week. You can cycle through the schedule for the rest of the season by selecting the WEEK SPINNER and pressing the left analog stick or directional button [left/right]. This is also where you can choose to simulate or watch games that don't involve your team.

1. Select a game and press the ⊗ button to toggle between PLAY and SIM (if one of the teams is user-controlled) or between SIM and WATCH (if both sides are controlled by the CPU).
2. Select a game and press the START button to enter or simulate a game.

You can simulate all the games in a week or season by changing the current week with the WEEK SPINNER and pressing the START button.

PROGRESS (PRESEASON ONLY)

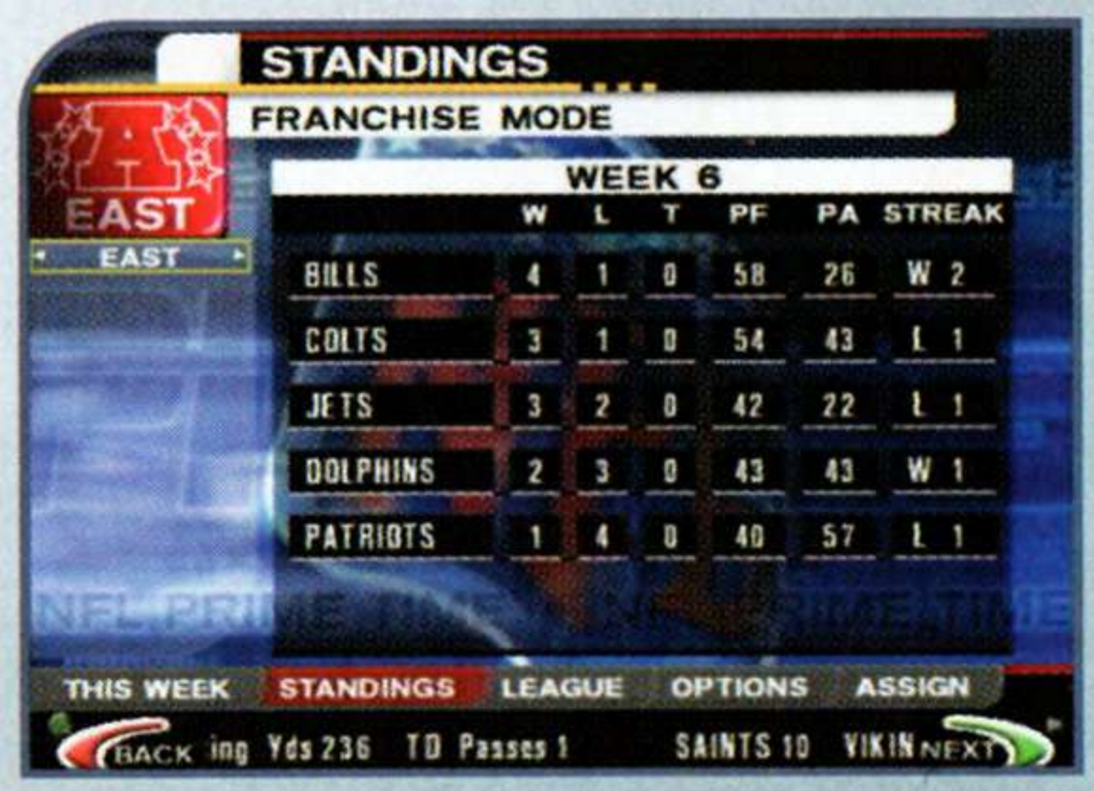


During a preseason, select PROGRESS to check out how the OVERALL RATINGS for players have improved during training.

FRANCHISE MODE CONT...

STANDINGS

The STANDINGS tab shows you the win/loss/tie records for all the teams during the current season.



LEAGUE

The LEAGUE tab is divided into four sections:
COACH: (See below.)
FRONT OFFICE: (See pg. 21.)
TEAMS: (See pg. 25.)
PLAYERS: (See pg. 25.)

COACH

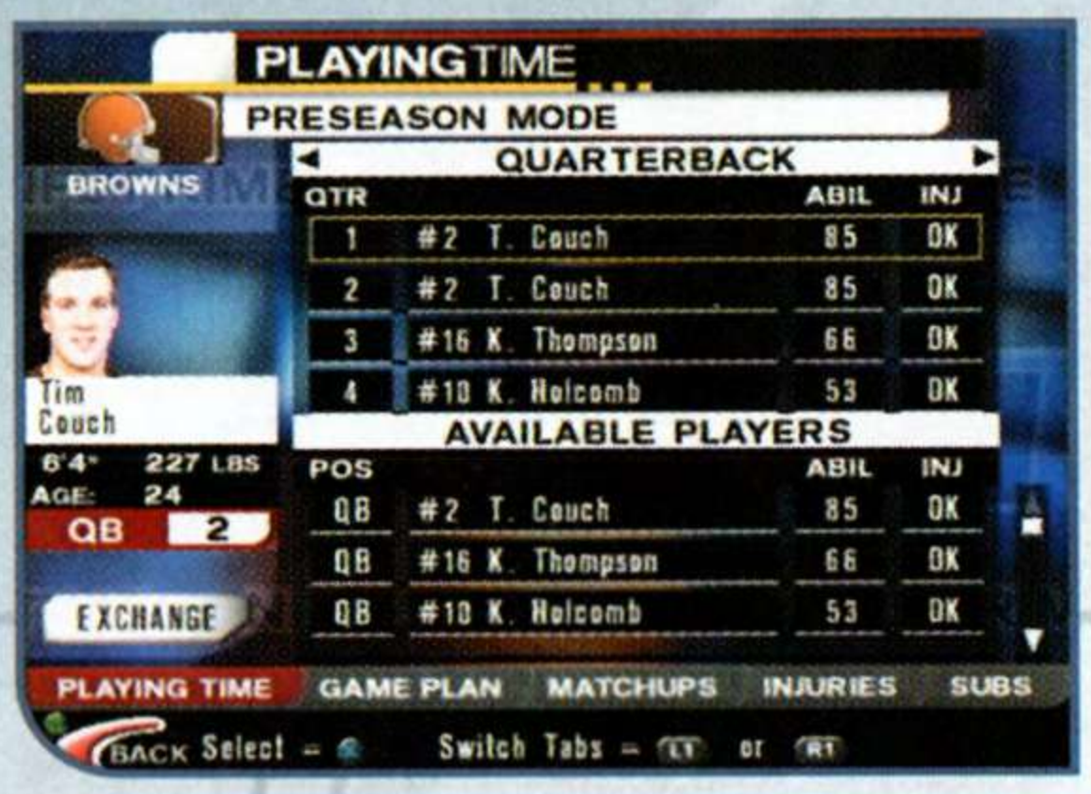
As a coach you have full control over your team's roster and tendencies on the field. You can set your team's preseason PLAYING TIME and regular season DEPTH CHART, as well as the on field GAME PLAN, MATCHUPS and SUBS.

ASSIGNING PLAYING TIME (PRESEASON ONLY)

Playing time has an impact on the PROGRESS of each player during the preseason. The more time a player plays in the preseason, the higher the chance that the player will PROGRESS for the regular season.

From the FRANCHISE menu, select the LEAGUE tab and then select the COACH option. The PLAYING TIME tab is displayed.

The PLAYING TIME interface functions in the same manner as the DEPTH CHART interface (described below) except that players must be set to play for individual quarters instead of for the entire game.



FRANCHISE MODE CONT...

DEPTH CHART



> IMPORTANT: Making a change in your Depth Chart will affect all the sets in your playbook when that position is on the field.

1. In EXHIBITION, FRANCHISE or TOURNAMENT mode, select the LEAGUE tab and then select the COACH option. The Depth Chart is displayed.
2. Select a team.
3. Select a position to see player names, noting their ability rating and injury status. Players in the top set are currently slated in that position. Backup players in the bottom set are available to be rotated into higher positions in the chart.
4. Select an ability. Each player's ability rating adjusts to reflect his skill at that position.
5. Choose the player you will rotate out of the top set. Move the selector to his name and press the ⊗ button. The name will be grayed.
6. Select a replacement player from the bottom set and press the ⊗ button.
7. Move the selector to EXCHANGE and press the ⊗ button. The selected players will switch places.

In the FRANCHISE mode preseason, the DEPTH CHART is not available.

GAME PLAN



A successful coach will construct a GAME PLAN that utilizes his team's strengths and abilities.

1. From the FRANCHISE menu, select the LEAGUE tab and then select the COACH option. Go to the GAME PLAN tab, noting that the next opponent is shown on the left side of the screen along with OFFENSE and DEFENSE sliders.
2. Adjust your team's offensive AGGRESSION or TENDENCY to run or pass. You can also adjust your team's defensive BLITZING and COVERAGE options. Highlight the option you want to change and move the slider to the appropriate level.

FRANCHISE MODE CONT...

MATCHUPS

This screen allows you to see your next opponent's offensive THREATS.

1. From the FRANCHISE menu, select the LEAGUE tab and then select the COACH option. Go to the MATCHUPS tab, noting that the next opponent is shown on the left side of the screen as well as the opponent's offensive players.
2. Adjust your team's defensive coverage on your opponent's THREATS. Highlight the opponent's player you want to change the defensive strategy for and select your desired coverage assignment.



Note: GAME PLAN and MATCHUPS only affect simulated games.

PLAYER INJURIES

1. From the FRANCHISE menu, select the LEAGUE tab and then select the COACH option. Go to the INJURIES tab.
2. Scroll through all the teams and view the STATUS of each injured player. When a player from the list is viewed his injury information is displayed on the left side of the screen.

SUBS

1. Select the SUBS tab in the COACH menu. The SUBS screen is displayed.
2. Select a team.
3. Select a formation.
4. Select a set. The set diagram is displayed.
5. Select a position within the play. The position is displayed in the diagram as a flashing colored symbol, and the player slated for that position is displayed on the left.
6. Below the diagram, select the position you want to assign to that slot. Note that the image on the left changes to show the player currently filling that position.



FRONT OFFICE

ROSTERS

Team ROSTERS allow you to look at the team's makeup by position and by abilities. Make sure there are no vacancies in the roster, or you'll pay for it on the field.

In the ROSTERS menu, the game's extensive EDIT PLAYER feature allows you to modify existing players. The CREATE PLAYER feature gives you the power to create your own gridiron greats.



1. In EXHIBITION, FRANCHISE or TOURNAMENT mode, select the LEAGUE tab and then select the FRONT OFFICE option. The ROSTERS menu is displayed.
2. Select a team.
3. Select a position. Note that the image on the left changes to show the player currently filling that position, his name, height, weight, intended position and jersey number.

If more than one man plays that position, all their names appear in a list. The top name is grayed, and that player's image is displayed. To see a different player, move the selector bar to his name and press the ⊗ button. In FRANCHISE and TOURNAMENT modes, you can put a player on ACTIVE or INACTIVE status. (You cannot put players on INACTIVE status in EXHIBITION mode.)

4. Select an ability. Players will be sorted by the best ratings for that ability.
5. Select the RELEASE button when the player you want to release is displayed.

> Note: Released players become free agents and can be signed by another team. (See FREE AGENTS on pg. 28 for more information.)

A team can have a maximum of 53 players. If your team exceeds that number, you must release some players. (In the preseason, teams can have up to 80 players.) A team must also maintain at least 30 healthy players to play or simulate a game.

EDITING PLAYERS



You can edit any player in the ROSTERS menu.

1. When the player's image is displayed, select the EDIT PLAYER button at the bottom right. The PLAYER EDITOR menu is displayed.
2. Using the menu controls, you can edit the player's ATTRIBUTES, ABILITIES and EQUIPMENT.

- ATTRIBUTES include biographic information and physical appearance. The options will vary depending on your player selection.

FRANCHISE MODE CONT...

To change a name, move the selector to the name and press the ⊗ button. The NAME GRID appears. Use the menu controls to enter the name of your choice. Press the START button or select END to exit the grid.

- ABILITIES include the skills that are selectable in the ROSTERS menu. Increasing the player's ABILITIES increases his OVERALL RATING and ASKING SALARY.



> Note: Once you're in FRANCHISE or TOURNAMENT mode, you cannot edit player abilities.

- EQUIPMENT includes all a player's field gear.

3. Press the START button to exit the PLAYER EDITOR. You'll be asked if you want to save the player. Select YES to save any changes you've made. (If you decide to back out of the menu by pressing the △ button, you'll be asked if you want to cancel without saving the player. Select YES to cancel.)

CREATING PLAYERS

You can create players from the FREE AGENTS tab of the ROSTERS menu. All created players become free agents who must be added to a team's ROSTER.

1. Select the CREATE PLAYER button at the lower center of the screen.
2. Creating a player is just like editing a player. See above for instructions.

TRADE

Trade players to strengthen your team or get rid of high-priced players.



1. In EXHIBITION, FRANCHISE or TOURNAMENT mode, select the LEAGUE tab, select the FRONT OFFICE option, and then select the TRADE tab. The TRADE menu is displayed.
2. In the upper part of the menu, select a team to trade players from.
3. Select a position to trade from.
4. Select an ability, noting that the list updates to show the highest rated players for that ability.
5. Select a player in the list. A checkmark is displayed next to his name. You can offer up to three players/draft picks in a single trade.
6. Continue scrolling through the players/draft picks.
7. In the lower part of the menu, select a team to trade with.
8. Select a position and ability. The list shows the qualified players.
9. Select the players/draft picks you want to acquire.
10. Select the TRADE button, and confirm your trade by selecting YES in the following box. The players are traded. (In FRANCHISE mode, the CPU will determine if a trade is fair between a user-controlled team and a CPU team.)

IMPORTANT: In FRANCHISE mode a trade deadline occurs in week 6. No players can be traded or created after that week.

TRADE BLOCK

Use TRADE BLOCK to view players offered for trade by other teams, as well as receive OFFERS for players you would like to trade.

Only players from user-controlled teams can be placed on the TRADING BLOCK.

1. From the FRANCHISE menu, select the LEAGUE tab and then select the FRONT OFFICE option. Go to the TRADE BLOCK tab.
2. Scroll through all the teams to see what players they've placed on the trade block.
3. To place a player on the trade block, select the position you want to trade from.
4. Select a player in the list. His information appears in the box to the left and a checkmark is displayed next to his name.

A maximum of five players per team can be put on the trade block.

FRANCHISE MODE CONT...

OFFERS

If you have placed any players on the trade block you can check here for any pending offers from CPU teams. Keep in mind that it can take a few weeks from the time players are placed on the trade block until you actually receive any offers.

1. From the FRANCHISE menu, select the LEAGUE tab and then select the FRONT OFFICE option. Go to the OFFERS tab.
2. Scroll through all the teams to see what players they've offered IN EXCHANGE FOR your players.
3. Select a player in the list to view more information about his overall rating, age, and current contract.
4. To accept a CPU offer, select the ACCEPT button.
5. A CONFIRM TRADE dialog box will appear. Select YES to confirm the deal.

FREE AGENTS

Sign FREE AGENTS to fill in vacancies on your team.

1. Select the team that needs to sign a free agent.
2. Select a position. A list of available free agents for the selected position is displayed.
3. Select a player in the list. His name is grayed and his information is displayed on the left.
4. To edit the free agent before signing him, select the EDIT PLAYER button at the lower center of the screen. (See EDITING PLAYERS on pg. 21 for more information.)



5. To sign the free agent to your team, select the ADD PLAYER button on the lower left.

> Note: When the SALARY CAP option is turned on, you must negotiate a contract with the free agent. Adjust the SALARY PER YEAR and the number of YEARS of the deal, then select the MAKE OFFER button on the lower left.

6. To create a new free agent, select the CREATE PLAYER button on the lower right.

TEAMS

SCHEDULE

Review a listing of the dates for all the games of the season for every team. If those games have been completed, you can review their outcomes here.

LEADERS



In EXHIBITION, FRANCHISE or TOURNAMENT mode, select the LEAGUE tab and then select the TEAMS option. To check out the leaders in a stats category, select the LEADERS tab. The TEAM LEADERS screen is displayed. Then:

- Select the NFL, a conference, or a division.
- Select a stats category.
- Select a subcategory.

STATS

To check out individual team stats, select the STATS tab. The TEAM STATS screen is displayed. Then:

- Select a team.
- Select a stats category.

RECORDS

To check out the season and game records for each team, select the RECORDS tab. The TEAM RECORDS screen is displayed. Then:

- Select a team.
- Select a category: GAME or SEASON.

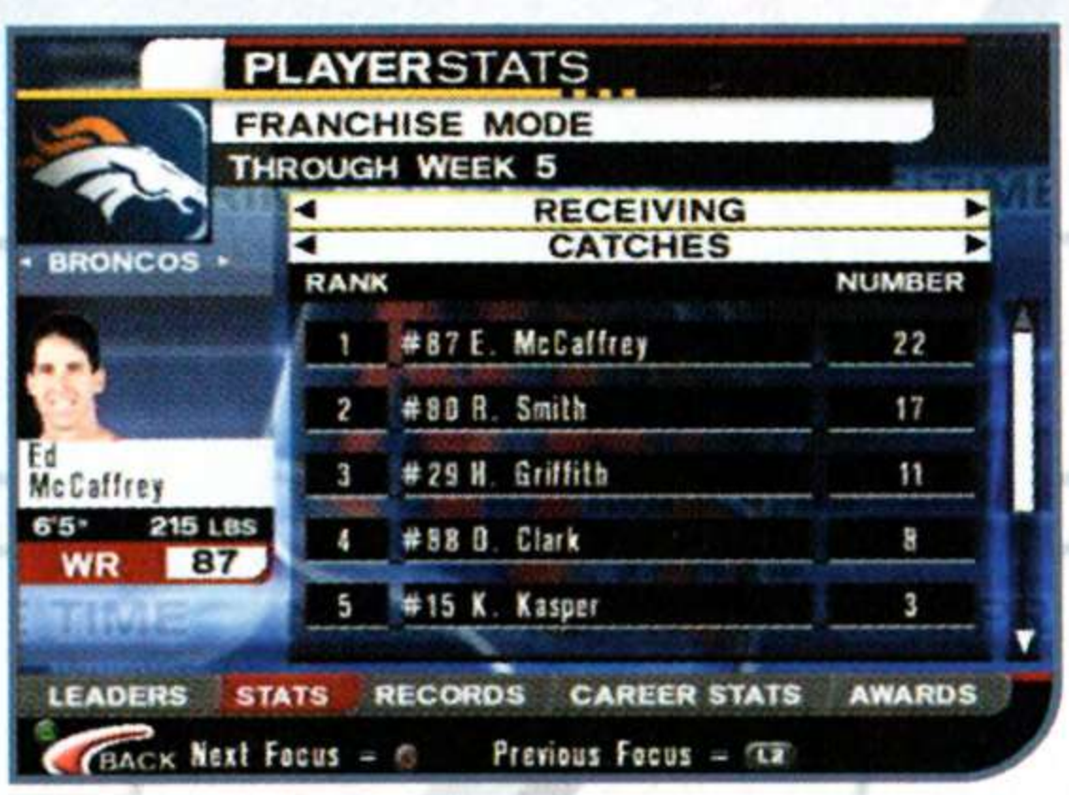
PLAYERS

In EXHIBITION, FRANCHISE or TOURNAMENT mode, select the LEAGUE tab and then select the PLAYERS option.

LEADERS

To check out the leaders in a stats category, select the LEADERS tab. The PLAYER LEADERS screen is displayed.

STATS



To check out individual player stats, select the STATS tab. The PLAYER STATS screen is displayed.

FRANCHISE MODE CONT...

RECORDS

To view records set by players in NFL history, select the RECORDS tab. The PLAYER RECORDS screen is displayed.

- Select a category: GAME or SEASON.

> Note: In FRANCHISE mode, CAREER records are also displayed.

CAREER STATS

Check out the CAREER STATS of all the players in the league.

AWARDS

Each season, players are granted awards based on their performance throughout the weeks of play. Select the AWARDS tab to see THIS YEAR'S CANDIDATES (and PREVIOUS WINNERS) for MVP, OFF PLAYER OF THE YEAR, DEF PLAYER OF THE YEAR, OFF ROOKIE OF THE YEAR, and DEF ROOKIE OF THE YEAR awards.



OPTIONS

In the OPTIONS tab, you can adjust: FRANCHISE DIFFICULTY (Rookie, Pro, All Pro, Hall of Fame), SALARY CAP (on/off), DRAFT TIMER (1–5 minutes), PRESEASON (on/off), FANTASY DRAFT (on/off).

(For GAMEPLAY, PENALTIES, and VOLUME CONTROLS see OPTIONS on pg. 15.)

ASSIGN

During the season, select the ASSIGN tab to change control of the user's teams. (For more information, see page 13.)

POST SEASON



After the Pro Bowl is completed, press the ▶ START button to advance to the FRANCHISE mode post season. This is where teams make all their changes and moves to get ready for the next season. Great teams are made from great post seasons. Post season has four phases:

RE-SIGN PLAYERS: (See below.)
FREE AGENT MARKET: (See pg. 28.)
NFL DRAFT: (See pg. 29.)
SIGN DRAFT PICKS: (See pg. 30.)

RE-SIGN PLAYERS

RE-SIGN

The RE-SIGN PLAYERS screen functions just like the FREE AGENT signings screen does. (See pg. 28 for more information.)

RETIREES

View all the players who retired from the league. Scroll to view retirees by individual team or by the entire NFL.

PREVIEW



Preview the players who will be available in the NFL rookie draft.

1. From the RE-SIGN PLAYERS menu, select the PREVIEW tab.
2. Select a position. Note that the player information on the left changes to show the highest rated player for that position. The player's height, weight, and draft combine results are displayed.
3. Select any of the player's draft combine results. Players will be sorted by the best rating/time/amount for that category.

PROGRESS

Check the players PROGRESS from the season that was just completed. This screen functions just like the PRESEASON PROGRESS screen. (See pg. 18 for more information.)

ROSTERS

Check your team's current roster. This screen functions just like the ROSTERS screen in the regular season. (See pg. 21 for more information.)

POST SEASON CONT...

FREE AGENT MARKET

FREE AGENTS

Strengthen your team for next season by bidding on the best players in the FREE AGENT MARKET. You bid against other teams and the clock as the free agency period only last 45 days.

Each offer you make will take a day off the free agency period. Each day the CPU will also make offers to players, so go after the players you really want early.

1. From the FREE AGENT MARKET menu, select the FREE AGENTS tab.
2. Select a team to sign free agents to.
3. Select a position. A list of available free agents for the selected position is displayed.
4. Select a player in the list. His name is grayed and his current contract offer is displayed on the left.
5. When the SALARY CAP is on, offer a contract to the player by adjusting the SALARY PER YEAR and the number of YEARS of the deal. Then select the MAKE OFFER button on the lower left.
6. With NO SALARY CAP, select the ADD PLAYER button on the lower left.
7. Once you've made offers to all the free agents you want, highlight the ADVANCE DAY button and press the ⊗ button to advance days.



If a player decides to sign with your team, a pop up dialog will appear to let you know.

OFFERS

You can view all the current FREE AGENT OFFERS from this screen. You can also WITHDRAW offers from free agents you are no longer interested in.

1. From the FREE AGENT MARKET menu, select the OFFERS tab.
2. Select a team to view all the deals they offered to free agents.
3. Select a position. A list of free agents who are considering offers from the team will be displayed.



4. Select a player in the list. His name is grayed and his current contract status and offer is displayed on the left.

To WITHDRAW an offer from a free agent:

1. View the free agent offers for your team.
2. Select a position. A list of free agents who are considering offers you made will be displayed.

3. Select a player in the list. His name is grayed and his current contract status and offer are displayed on the left.
4. Select the WITHDRAW button and press the ⊗ button. A prompt will appear asking if you want to WITHDRAW the offer to the player. Select YES to withdraw.

You can ADVANCE DAYS from this screen as well. Highlight the ADVANCE DAY button and press the ⊗ button.

PREVIEW

Preview the players who will be available in the NFL rookie draft. (See PREVIEW on pg. 27 for information.)

ROSTERS

Check your team's current roster. (See ROSTERS on pg. 21.)

TRADE

Make that blockbuster post season deal. (See TRADE on pg. 23 for information.)

NFL DRAFT

DRAFT

The future superstars of the NFL are waiting for you in the NFL rookie draft. Trade up to get the top prospects in the draft, or sit back and find the diamonds in the rough. You are able to sort players by their position and scouting combine results. Be sure to read up on each draftee's strengths and weaknesses.

1. To draft a player, select a player and press the ⊗ button. Then select YES in the DRAFT PLAYER prompt.
2. To the left of the player list is a roster breakdown displaying how many players you have on your roster by position. Select the OFFENSE toggle box and scroll [left/right] to switch between OFFENSE, DEFENSE and SPECIAL TEAMS positions.
3. If the Draft Clock is not set to off, a DRAFT CLOCK timer is displayed in the bottom left corner. A 30 Second Warning pop up will prompt you. If you haven't selected a player to draft before the clock expires, then a player will be selected for you.



Draft Clock

At any time during the draft, you can press the START button and select the CPU to finish the draft for you.

DRAFT RECAP

The Draft Recap screen displays the players selected in the draft by round. Scroll each round and the picks will be listed in the order taken for that round.

POST SEASON CONT...

TEAM RECAP

The Team Recap screen displays the players each team selected in the draft. It also displays what round each player was taken in.

1. From the DRAFT PLAYERS menu, select the TEAM RECAP tab.
2. Select a position.
3. Select any player's draft combine results. Players will be sorted by the best rating/time/amount for that category.



ROSTERS

Check your team's current ROSTER. (See ROSTERS on pg. 21 for information.)

TRADE

Make that big draft day deal. Trade up in the draft, or trade your draft picks away for some veteran players. (See TRADE on pg. 23 for information.)

SIGN DRAFT PICKS

SIGN PICKS

Sign your rookie draft picks to deals. This screen functions just like FREE AGENT signings. (See FREE AGENTS on pg. 28 for information.)

ROSTERS

Check your team's current ROSTER. (See ROSTERS on pg. 21 for information.)

TRADE

Your last chance to make a deal before the new season starts. (See TRADE on pg. 23 for information.)

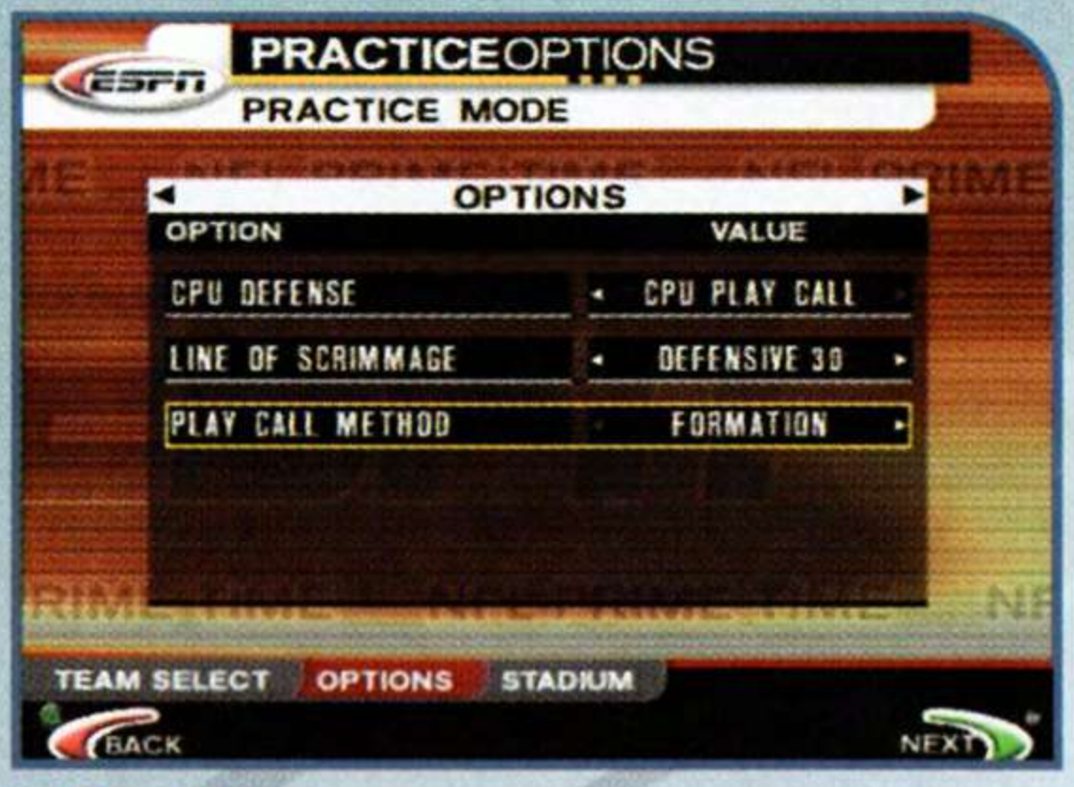
PRACTICE

Practice with your team to check out all the plays in your playbook and get your timing down. During setup for practice, you can change many variables in order to run plays with any team under a variety of circumstances.

TEAM SELECT

Choose the team you want to practice with.

OPTIONS



Adjust the following practice options.

CPU DEFENSE: (off/manual play call/CPU play call)

LINE OF SCRIMMAGE: (offensive 1 to defensive 1)

PLAY CALL METHOD: (formation/personnel)

(For GAMEPLAY, PENALTIES, and VOLUME CONTROLS see OPTIONS on pg. 15.)

STADIUM

Use the same method as in EXHIBITION mode. (See STADIUM on pg. 16 for information.)

PRACTICE PAUSE MENU



Press the START button to display the PAUSE menu. Select an option and press the ⊗ button to enable it or display its submenu.

- **RESUME:** Return to the game.
- **REPLAY:** View and edit a film of the last play. (For details, see PAUSE MENU on pg. 10.)
- **CALL PLAY:** Display the PLAYBOOK screen.
- **SPOT BALL:** See/change the ball's location on the field.
- **CONTROLLERS:** Check and change the controller assignment(s).
- **DEFENSE CONTROL:** Select NO DEFENSE, PICK DEFENSE or CPU DEFENSE.
- **QUIT:** End the practice and back out to the PRACTICE TEAM screen.

TOURNAMENT

Battle it out with 4, 8, or 16 teams in TOURNAMENT style play.

TOURNAMENT SET UP

ASSIGN

1. In the MAIN MENU, select the TOURNAMENT option. The ASSIGN USERS menu will appear.
2. Select a tournament type: ELIMINATION or ROUND ROBIN.
3. Select the number of teams that will participate: 4, 8 or 16.
4. Select a team for each tournament slot. Note the team logo and stats appearing on the left.
5. You can optionally assign a user to one, some or all teams (depending on how many users are available).



To create a new user, select the NEW USER button, use the NAME GRID and save the file. Any user you create now can be immediately assigned to a team. (For more information, see USERS on pg. 13.)

> Note: Only one user per team is allowed.

OPTIONS

In the OPTIONS tab, you can adjust: TOURNAMENT DIFFICULTY (Rookie, Pro, All Pro, Hall of Fame) as well as set FANTASY DRAFT to on/off. (See FANTASY DRAFT on pg. 34 for more information.)

LEAGUE

Adjust the ROSTERS for each team in the tournament. (See ROSTERS on pg. 21 for more information.)

TOURNAMENT PLAY

ROUND

The ROUND tab displays all the games scheduled for the round. You can cycle through the schedule for the rest of the tournament by selecting ROUND and pressing [left/right].

STANDINGS (ROUND ROBIN ONLY)

Same as for FRANCHISE mode. (See STANDINGS on pg. 18 for more information.)

LEAGUE

Same as for FRANCHISE mode. (See LEAGUE on pg. 18 for more information.)

ASSIGN

Same as TOURNAMENT setup. (See pg. 32 for more information.)

OPTIONS

Adjust game options. (See OPTIONS on pg. 15 for more information.)

FANTASY DRAFT

When you're going into a TOURNAMENT or FRANCHISE for the first time, it's possible to build teams using a FANTASY DRAFT. When the FANTASY DRAFT option is on, all NFL players are available during a 53-round draft. The draft order is determined at random just before the draft begins. For FANTASY DRAFTS, the picks "snake" around, meaning whoever picks last in the first round picks first in the second round, last in the third round, first in the fourth round, and so on.

FANTASY DRAFT

DRAFT: (See NFL DRAFT on pg. 29.)

DRAFT RECAP: (See DRAFT RECAP on pg. 29.)

TEAM RECAP: (See DRAFT RECAP on pg. 30.)

FILE MANAGER

You can access the FILE MANAGER from any menu by pressing the SELECT button. In the FILE MANAGER, you can SAVE, LOAD, or DELETE game data. Certain files can only be saved and loaded at certain points, for example:

- **FRANCHISE** mode data can be saved and loaded from any point in FRANCHISE mode menus.
- **TOURNAMENT** data can be saved or loaded within TOURNAMENT menus.
- **LEAGUE** data lets you import your custom roster changes into EXHIBITION mode.
- **SETTINGS** saves store all of the changes that you make in the OPTIONS menu.
- **USER** saves contain your profile information.

CREDITS

FARSIGHT STUDIOS

Technical Director	Jay Obernolte
Producer/Game Designer	Bobby King
Senior Programmers	Sean Shannon, Rob Wolpov
Art Director	Patrick Downey
Senior Artist	Ken Race
Programmers	Eubank Wang, Jeff Rice
Artists	Craig Alexander, Jesus Baeza

KONAMI OF AMERICA – Production Division

Chief Production Officer	Randy Broweleit
Executive Producer	Sean House
Art Director	Ross Armstrong
Producer	Jason Ray
Assistant Producer	Jason Estebez
Production Assistant	Shawn Green
Director of Development	Bill Petro
Executive Liaison	Tomo Matsubayashi
Quality Assurance Manager	Michael Klug
Design Consultant	Jake Neri
Lead Tester	Lennard Dumaguit
Product Testers	Tim Aamot, Jayson Ayran, Andrew Boyd, Edward Chennault, James Hui, Alex Krebs, Lanea Lyden, Ian Marsden, Lucas Robichaux, Ian Rosenfield, Michael Tang, Jonathan Vosovic, Mark Washington, Jeff Yonan
Staff Producer Liaison Group	Takeshi Minagawa

Konami of America

Executive VP of Sales, Operations & Marketing	Dick Wnuk
VP of Marketing	Chris Garske
VP of Licensing & Strategic Planning	Chris Bergstresser
Director of Marketing	Rick Naylor
Product Manager	Justin Kubiak
Senior Manager, Creative Services	Monique Catley
Director of Public Relations	Chris Kramer
Director of Marketing Communications	Cherrie McKinnon

CREDITS CONT...

VP of Sales	Catherine Fowler
VP of Operations	Linda Stackpoole
Package & Manual Design	Ayzenberg Group
Manual Writing	Hanshaw Ink & Image
Special Thanks:	Henry Bilbao, Michelle Bravo, Jamal Carter, Daniel Castillo, David Chen, Leslie Chen, Jean Chung, Rob Goff, Mark A. Gonzalez, Jim Hernandez, Satoko Hozumi, Lawrence Ignacio, Barbara Loo, Erica Mason, Candace McDonald, Beau Ordonez, Doug Rebert, Brett Robinson, Matt Robinson, Kathie Thompkins, Sutton Trout, Christine Van Roy, Lee Allison Verdeckberg & David Zemke

Disney Interactive

Senior Manager, Marketing	Brad Schlachter
Senior Key Accounts Manager	Bill Kispert
Associate Producer	Keith Hargrove

ESPN Enterprises

VP of ESPN Enterprises	Tori Stevens
Director of Consumer Media & Products	Mary B. Moore
Marketing Manager	Rolanda Gaines

NFL Properties

VP of Consumer Products	Gene Goldberg
Director of Licensing	Monty R. Amdursky
Associate Brand Manager, Consumer Products	Tim Langley
Coordinator, Youth Programs	Jennifer Magner

NFL Players Inc.

Asst. VP of Multimedia and Interactive	LaShun Lawson
Multimedia and Interactive Asst.	Tirzah Orr
Asst. VP of Player Marketing	Howard Skall
Senior Manager	Angela Manolakas
Player Marketing Manager	Seth Wyman

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

TAKE FLIGHT 2NIGHT!

ESPN



NBA 2NIGHT 2002™







RATING PENDING

®

RP

CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

nba.com

OFFICIAL LICENSED PRODUCT NBA

ESPN the games

www.espnthegames.com

Konami, 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065

Konami ® is a registered trademark of Konami Co., Ltd. All rights reserved.

©2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com ©2001 PLAYERS INC. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs, and/or other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved.
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

KONAMI®

www.konami.com